

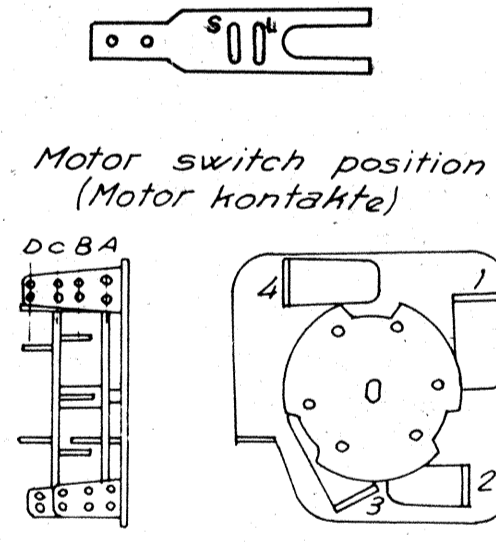
LK = Lichtkasten
 SP = Spielfeld
 GP = Grundplatte

RELAYS (Relais)

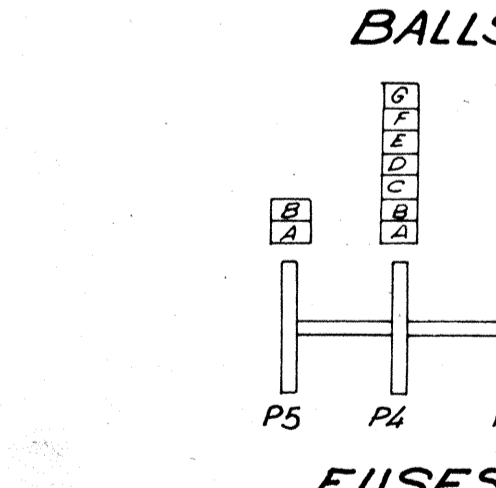
INDEX	Position in machine (front panel board)	Coils - Spule (NP Color)	Contacts	USE
	LK SP GP	Nr Farbe	Kontakte	Bezeichnung
4E	B	9.500 Yellow	2A-B	5 Bonus
3E	C	9.500 "	3A-C	500 Points
14E	D	9.500 "	4A	2x 500 Points
2E	E	9.500 "	3A-C	left hole illumination
3E	F	9.500 "	3A-C	center hole illumination
3E	G	9.500 "	3A-C	right hole illumination
11E	H	13.500 Slate	B-C	tilt hold
4E	I	9.500 Yellow	5A	5000 points
7E	J	11.500 Pink	2A-2B	extra ball
6E	L	9.500 "	5A	1000 points
5E	LT	10.750 "	2 Disc	00-90 LT
5E	M	9.500 "	6A	100 points
5E	N	9.500 "	3A	10 points
17E	O	9.500 "	3A-2B	add balls
17E	P	9.500 "	4A-B	bonus score
18E	R	13.500 Slate	2A-C	40ld
18E	S	9.500 Yellow	5A	start
11E	T	9.500 "	B	tilt
11E	U	10.750 "	1 Disc 2A	add track unit
18E	V	9.500 "	3A	replay button
19E	W	9.500 "	4A-2B	2nd coin chute
19E	X	9.500 "	3A	1st coin chute
15E	Y	9.500 "	5A-B	left hole
15E	Z	9.500 "	5A-2B	center hole
15E		9.500 "	5A-B	right hole
16E	PC1	9.500 "	7A-B	1st 2nd player reset
16E	PC2	9.500 "	7A-B	2nd 3rd player reset
16E	PC3	9.500 "	7A-B	3rd 4th player reset
19E	AS	10.750 "	2A	3rd coin chute
BANK				
15E	J2	9.500 Yellow	3A-B	2nd Player
16E	J3	9.500 "	3A-B	3rd Player
16E	J4	9.500 "	2A-2B	4th Player
11E	GO	9.500 "	3B-C	Game over
17E	UB	9.500 "	5A-B	Last ball
11E	PP	9.500 "	2A-2B-C	1st ball
15E	WPM	9.500 "	4A-B-C	Reset control
15E		9.500 "	A	Reset control

OTHER COILS USED

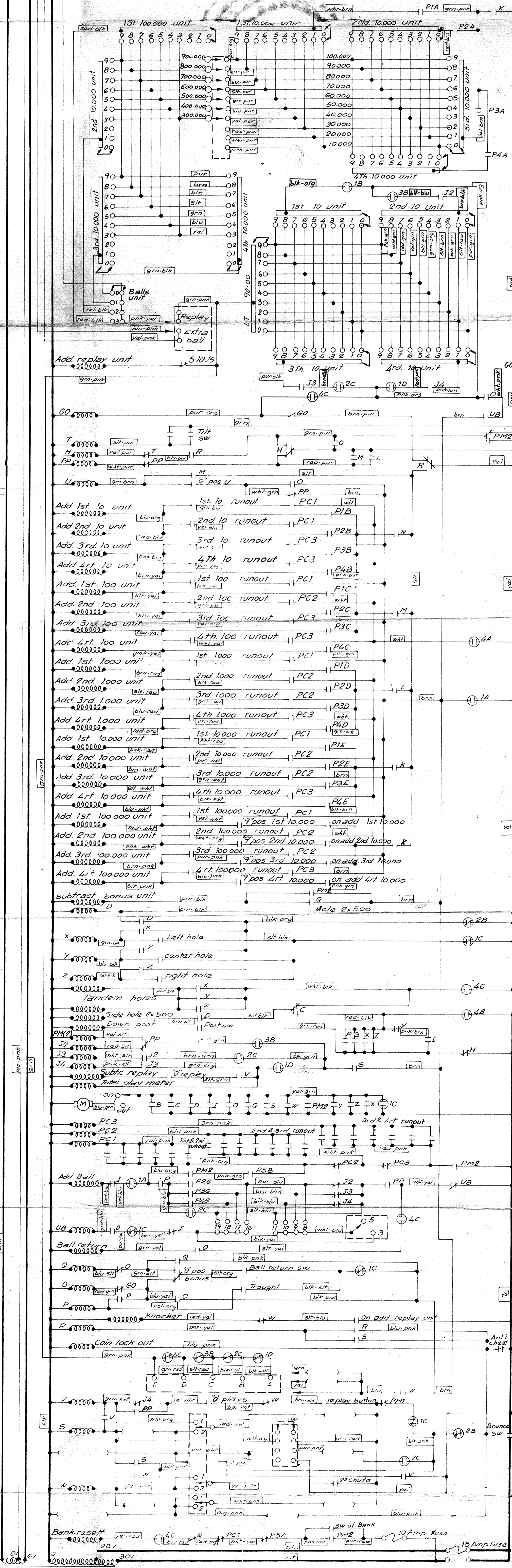
INDEX	Description / Beschreibung	COIL = SPULEN
1G	L. Flipper coil	
16	R. " "	
1F	L. Kickingrubber coil	
1F	R. " "	
1F	L. Bumper coil	
1F	R. " "	
2E	Up post coil	
2E	Add bonus coil	
10E	Add replay coil	
11E to 14E	Scoring unit coils	
14E	Subtr. bonus coil	
15E	Tandem hole hicker coils	
15E	Side hole coil	
15E	Down post coil	
16E	Subtract replay coil	
16E	Total play meter coil	
16E	Motor assy	
16E	Add ball coil	
17E	Ball return coil	
18E	Knocker coil	
19E	Bank reset coil	
19E	Transformer	



Farbbezeichnungen:
 BLU: Blue = Blau
 BRN: Brown = Braun
 BLK: Black = Schwarz
 GRN: Green = Grün
 ORG: Orange = Orange
 PNK: Pink = Rosa
 RED: Red = Rot
 SLT: Slate = Hellgrau
 PUR: Purple = Violett
 WHT: White = Weiß



INDEX	In machine (front panel board)	USE
	LK SP GP	Bezeichnung
20H	16Amp	Primary
19 J	15Amp	28V-30V
19 I	10Amp	Bank
6D	9Amp	Player's score
6D	9Amp	Name & Scene
6D	9Amp	Playboard illumination
6D	1Amp	Coin chute illumination
2A	1Amp	Track illumination
4B	1Amp	7-00-90
1F	10Amp	Direct current
SOCKET		
18-19E	3P	Coin chute Adj.
18-19H	4P	Relay W. Adj.
18F-G	5S	Games Adj.
18-20E-J	5P	3-5 Balls Adj.
18-20E-J	GP	AS Relay Adj.
10G	4S	Extra ball, extra game Adj.
16F	2S	On-Off Motor
8G	5P	Extra game for score Adj.
4G	3S	Extra ball 2,3,4 Adj.



CRITERIUM 75
1.039



Germany